Subject: Re: new user - xinteranimate question
Posted by bowman on Thu, 17 Jan 2002 00:10:01 GMT

View Forum Message <> Reply to Message

In article <160120021700406238%geoffrey.smith@nrl.navy.mil>, Geoffrey
Smith <geoffrey.smith@nrl.navy.mil> wrote:

> I am a new user of IDL and would love some help. I am trying to load a
> bunch of tiff's into xinteranimate to view them as an animation.
> However, once I load roughly 120 of them I get an error saying there is
> no space left in the buffer, and it tosses me out. (IDL typically
> crashes then as well)
>
> I am running version 5.5 in classic mode of Mac OS X. I have 1.5gig of
> mem in the machine, and according to top there is almost a gig of free
> memory when this happens, so it seems to be an internal buffer which I
> am filling.

Two possibilities:

1) Make sure your memory allocation for IDL is set as large as possible.
It is still an OS 9 app. (Find the IDL app. Do Get Info. Set Preferred
and Max memory to say, 1 GB.)

2) Use GraphicConverter (excellent sharewhare, OS X compatible) to
convert the TIFFs to a QuickTime movie. View with Quicktime.

Ken

Subject: Re: new user - xinteranimate question
Posted by Geoffrey Smith on Thu, 17 Jan 2002 13:59:41 GMT

View Forum Message <> Reply to Message

In article
<bowman-1601021810010001@cdm-208-137-190-brcs.cox-internet.com>, K. P.
Bowman <bowman@null.com> wrote:

> In article <160120021700406238%geoffrey.smith@nrl.navy.mil>, Geoffrey
> Smith <geoffrey.smith@nrl.navy.mil> wrote:
>
>> I am a new user of IDL and would love some help. I am trying to load a
>> bunch of tiff's into xinteranimate to view them as an animation.
>> However, once I load roughly 120 of them I get an error saying there is
>> no space left in the buffer, and it tosses me out. (IDL typically
>> crashes then as well)
>>
>> I am running version 5.5 in classic mode of Mac OS X. I have 1.5gig of

```
>>  mem in the machine, and according to top there is almost a gig of free
>>  memory when this happens, so it seems to be an internal buffer which I
>>  am filling.
>
>  Two possibilities:
>
>  1)  Make sure your memory allocation for IDL is set as large as possible.
>  It is still an OS 9 app.  (Find the IDL app.  Do Get Info.  Set Preferred
>  and Max memory to say, 1 GB.)
```

thanks for the advice - funny thing, i thought i had gone deep enough
into the rsi folder and found the idl app, to up its memory partition,
but it was actually only yet another alias.... my stupidity.

```
>  2)  Use GraphicConverter (excellent sharewhare, OS X compatible) to
>  convert the TIFFs to a QuickTime movie.  View with Quicktime.
>
```

yeah, i have loved GC for years. the difficulty in this case is that
the TIFFs are 16 bit, and while GC has changed how it deals with that
recently, it still does not deal with the 16bit TIFFs very well. I am
in the beta program for GC, and will be asking Thorsten to work on it,
but havn't gotten around to it yet.

Anyway, thanks for the advice - it worked.

-g
geoffrey.smith@nrl.navy.mil

Subject: Re: new user - xinteranimate question
Posted by Pavel A. Romashkin on Thu, 17 Jan 2002 17:19:13 GMT
View Forum Message <> Reply to Message

I can't really answer this because I have never seen a message
complaining about the filling of a "buffer". I did see "unable to
allocate memory" a lot, and there is some advice from a very trustworthy
source here:
http://spot.colorado.edu/~romashki/idl/mac_memory_1.html
I found that I am a lot better off trusting IDL to do dynamic memory
allocation on Mac OS Classic than allocating a large chunk of RAM to IDL
manually. I have 1.5 gig of RAM too, but manually allocate only 32 Kb to
IDL. Of course, the very first time I load anything in, IDL grabs more
memory (the max I had it grab in my working routine was 800 Mb), but in
the process of releasing temporary arrays IDL also eliminates the fragmentation.
If you allocate 1 Gb to IDL manually, it becomes internally fragmented
with some small persistent variables allocated in the midst of that Gb
(at least this is what I think) and then IDL becomes unable to allocate

a large chunk (despite having a full Gb) because RAM as to be contiguous.
Hope this helps,
Pavel

Geoffrey Smith wrote:
>
> Greetings -
>
> I am a new user of IDL and would love some help. I am trying to load a
> bunch of tiff's into xinteranimate to view them as an animation.
> However, once I load roughly 120 of them I get an error saying there is
> no space left in the buffer, and it tosses me out. (IDL typically
> crashes then as well)
>
> I am running version 5.5 in classic mode of Mac OS X. I have 1.5gig of
> mem in the machine, and according to top there is almost a gig of free
> memory when this happens, so it seems to be an internal buffer which I
> am filling.
>
> Any help on this prob. would be great, or point me to other widgets
> which may already handle my animation issues, if that is a fesible
> solution.....
>
> Thanks much,
>
> Geoff Smith
> geoffrey.smith@nrl.navy.mil